

## Setting:

- A restaurant with two floors, giving off a very social atmosphere. A bit reminiscent of *Buffalo Wild Wings* and many other restaurants with social spaces.
- The entire map is surrounded by mountains, and divided by a path in the center, leading to both the left and right sides of the first floor.
- Both sides also possess two large pillars connected to the bottom of the top floor, allowing for large cover.
- Vertically, the restaurant is **large**. There is a large gap between the first and second floor, where the first floor comprises most of the space.
- **First Floor:**
  - To the left of this path is the entrance, several windows, and booths. Further out is an outdoor patio area, with chairs and tables about.
  - To the right is a square-shaped bar towards the center of the room, alongside small tables and chairs scattered about and a pool table. Most tables are flipped over to provide cover, and some chairs are in random areas, some intact, others destroyed. There is also a counter bar further from the square-shaped bar, with a pathway that leads into the kitchen.
    - The square bar has a square fish tank in its center.
    - This counter possesses weapons behind it.
    - The dividers between each booth are large, vertically.
  - There is a small reservation room present once the player enters the building. From there, they can turn to the left and enter the main area itself.
    - The table, width-wise, takes up the entirety of the room.
  - Stairs that lead up to second floor are present towards the left of the “edge bar.”
- **Kitchen:**
  - A large, cubic room, with a large counter in the middle. Across the edges are surfaces for the chefs to make their preparations: sinks, cutting boards, knives, etc.
  - The kitchen is open, in the sense that the customers can look towards the general direction of the kitchen and see the chefs cooking.
  - Pipes are present across the room, and there are stovetops across the center counter as well.
- **Second Floor:**
  - A general space that seems like an indoor balcony. It doesn't take up the entire area of the restaurant, rather, it takes place along the edges.
  - There is a special event balcony located towards the left, with lots of organized tables and chairs.
  - A giant chandelier hangs on the center of the ceiling.
  - Windows across the walls.

## Stretch Goals:

- Breakable objects
- Actual, colored textures